Event Ideas

ZTag is flexible enough to work as a standalone game or as part of another experience. ZTag is a turnkey solution to making any event more interactive. Several examples of successful models are below:

- **ZTag Arena - Official ZTag League:** Partners with a significant playing field (football field size recommended) can host official ZTag matches. These matches are 8-minute high-intensity games. Up to 6 matches are played in one night. A few zombies start in the field while everyone else starts as human. We crown 2 winners: the last human standing after each match, and the zombie with the most successful infections.
  - Sample settings
  - Game length: 8 minutes
  - Starting zombies: 5
  - Starting humans: 20 or more
  - Number of checkpoints: 6
  - Checkpoint cooldown: 60 seconds
  - Incubation period: 25 seconds
- **Mazes and Haunted Houses:** Zombie actors can be positioned throughout the maze. Guests go in as human players and need to navigate the maze while avoiding zombies. The object of the game is to find the exit of the maze without being infected. Checkpoints will be scattered throughout the maze to help the guests.
- **Escape Rooms:** Try to solve the puzzles and escape the room within 60 minutes, but now under the pressure of being infected while playing the game! To win, the team must have at least 1 surviving human player escape the room before 60 minutes is up. Hazards can be hidden inside one of the puzzles (such as a safe). When the safe is opened, the hazard inside will infect the player and starts his countdown. If he doesn't find a health kit (which is within another puzzle) in time, he will become a zombie.
- **Trade Shows:** ZTag is an excellent way to motivate people to visit select locations such as sponsor booths. Each sponsor booth is a checkpoint, and the players must visit each one and engage with the vendor to earn a check mark. After visiting all the booths, his badge will turn white indicating he has completed the mission and can win a prize.
- **Scavenger Hunt:** Similar to the tradeshow scenario but the checkpoints are hidden throughout a small town or theme park. Users must use a treasure map with clues to find the hidden checkpoint locations. The first person or team to complete the scavenger hunt wins!
- **Zombie Runs:** Players must not only run in a race but also run away from the zombies. If they become infected by a zombie, they must reach the next checkpoint (mile marker) to be healed before their time runs out. If they cannot

reach the checkpoint in time, they are out of the race. Even though a player is out of the race, they can join in on the fun by trying to infect other runners.

Corporate Events / Team Building Exercises: Any of the above formats can be used.